PlayStation®

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY
ESRB

SLUS-00710/00731
04-16015

ODDWORLD
ABE'S EXODDUS™

IN ODD   WE TRUST
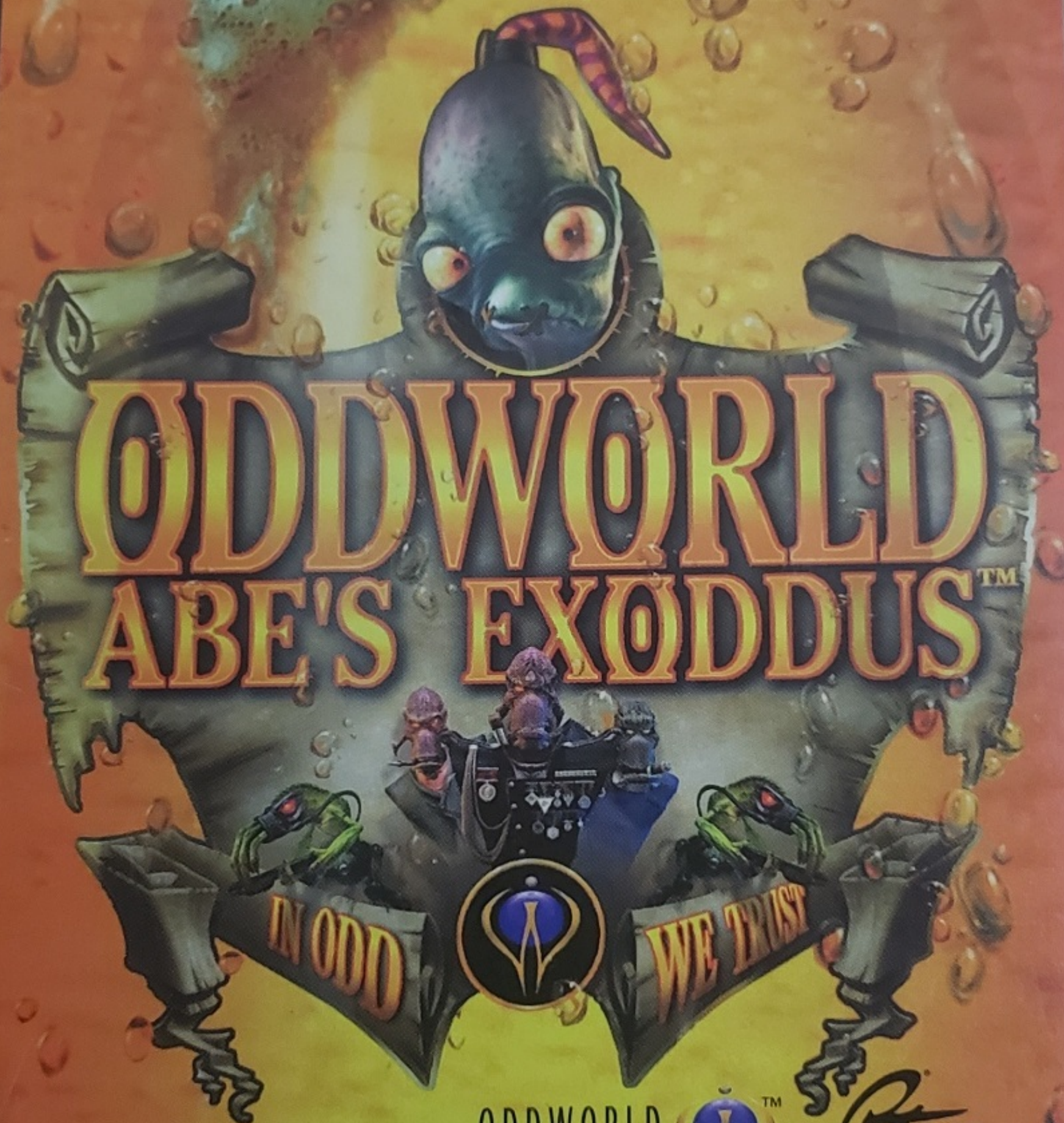
ODDWORLD
INHABITANTS™

GT Interactive
Software

WARNING READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to owners of projection televisions:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Handling your PlayStation® Disc

- This compact disc is intended for use with the PlayStation® game console.

- Do not bend it, crush it or submerge it in liquids.

- Do not leave it in direct sunlight or near a radiator or other source of heat.

- Be sure to take an occasional rest break during extended play.

- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.
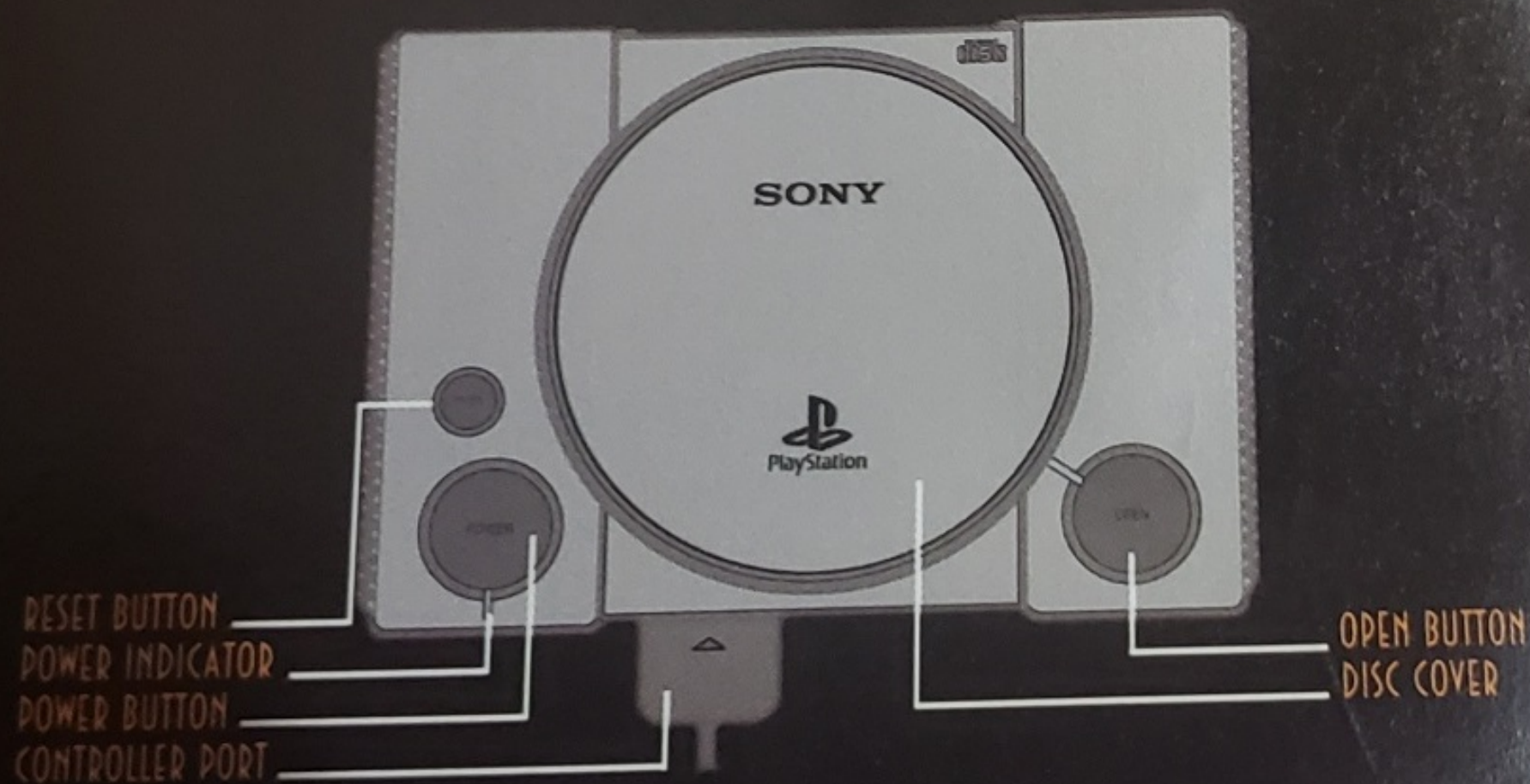
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START-UP INFORMATION

Set up your PlayStation game console according to its instructions.
Insert Disc #1 of Oddworld: Abe's Exoddus disc and close the CD door.
Insert game controllers and turn on the PlayStation game console.
Follow on-screen instructions to begin the game.

SONY

PlayStation

RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT

OPEN BUTTON
DISC COVER

REM93E

FRONT VIEW

1 2

MEMORY CARD MEMORY CARD

CONTROLLER PORT 1
CONTROLLER PORT 2

FRONT VIEW

L2 BUTTON
R2 BUTTON

2   2
1   1

LI BUTTON
RI BUTTON

TOP VIEW

L   SONY   R

SELECT START

DIRECTIONAL BUTTONS
SELECT BUTTONS
START BUTTON

▲ BUTTON
● BUTTON
✕ BUTTON
■ BUTTON

3

ACTIONS

R1	+	← →	RUN
R2	+	← →	SNEAK
△	OR	↑	JUMP
○	+	◆	THROW
↓			CROUCH
□			ACTION
↑			HOIST or Z TURN

MORE

GAMESPEAK

L1 + L2

CHANT

L1 + △ HELLO	L2 + △ ALL YA
L1 + ○ WORK	L2 + ○ SYMPATHY
L1 + ✕ WAIT	L2 + ✕ ANGER
L1 + ▢ FOLLOW ME	L2 + ▢ STOP IT!

MORE

REMEMBER: Angry Mudokons won't stop pulling levers until Abe comforts them with an apology.

GLUKKONSPEAK

L1 + △	HEY!	L2 + △	ALL O'YA
L1 + ○	DO IT!	L2 + ○	HELP!
L1 + ✕	STAY HERE	L2 + ✕	KILL 'IM!
L1 + □	COMMERE	L2 + □	LAUGH

MORE

HOLD
AND PR

△ HEY

○ DO I

✕ STAY
HER

□ CON

HINT: If you see a number floating

HOLD [L1]
AND PRESS...

△ HEY

○ DO IT!

✕ STAY
HERE

▢ COMMERE

HOLD [L2]
AND PRESS...

ALL O'YA △

HELP! ○

KILL'EM! ✕

LAUGH ▢

EXIT

SCRABSPEAK

L1 + △ SHRED POWER

L1 + □ HOWL

EXIT

8

HOLD L1 AND PRESS...

△ SHIED POWER

☐ HOWL

▽ EXIT

9

SLIGSPEAK

L1 + △	HI	L2 + △	BS
L1 + ○	FREEZE	L2 + ○	LOOK OUT
L1 + ✕	GET 'IM	L2 + ✕	S'MO BS
L1 + ▢	HERE BOY	L2 + ▢	LAUGH

MORE

HOLD L1 AND PRESS...

△ HI

○ FREZE

✕ GIT IM

▢ HERE BOY

HOLD L1
AND PRESS...

△ HI

○ FREZE

✕ GIT IM

□ HEE
BO

HOLD L2
AND PRESS...

BS △

LOOK
OUT ○

S'MO BS ✕

LAUGH □

EXIT

PARAMITESPEAK

L1 + △ HOWDY	L2 + △	ALL A YA!
L1 + ○ DO IT		
L1 + ✕ STAY	L2 + ✕	ATTACK
L1 + ☐ C'MON		

MORE

HOLD L1
AND PRESS...

△ HOWDY

○ DO IT

✕ STAY

☐ C'MON

HOLD **L1**
AND PRESS...

△ HOWDY

○ DO IT

✕ STAY

□ C'MON

EXIT

HOLD **L2**
AND PRESS...

ALL A YA! △

ATTACK ✕
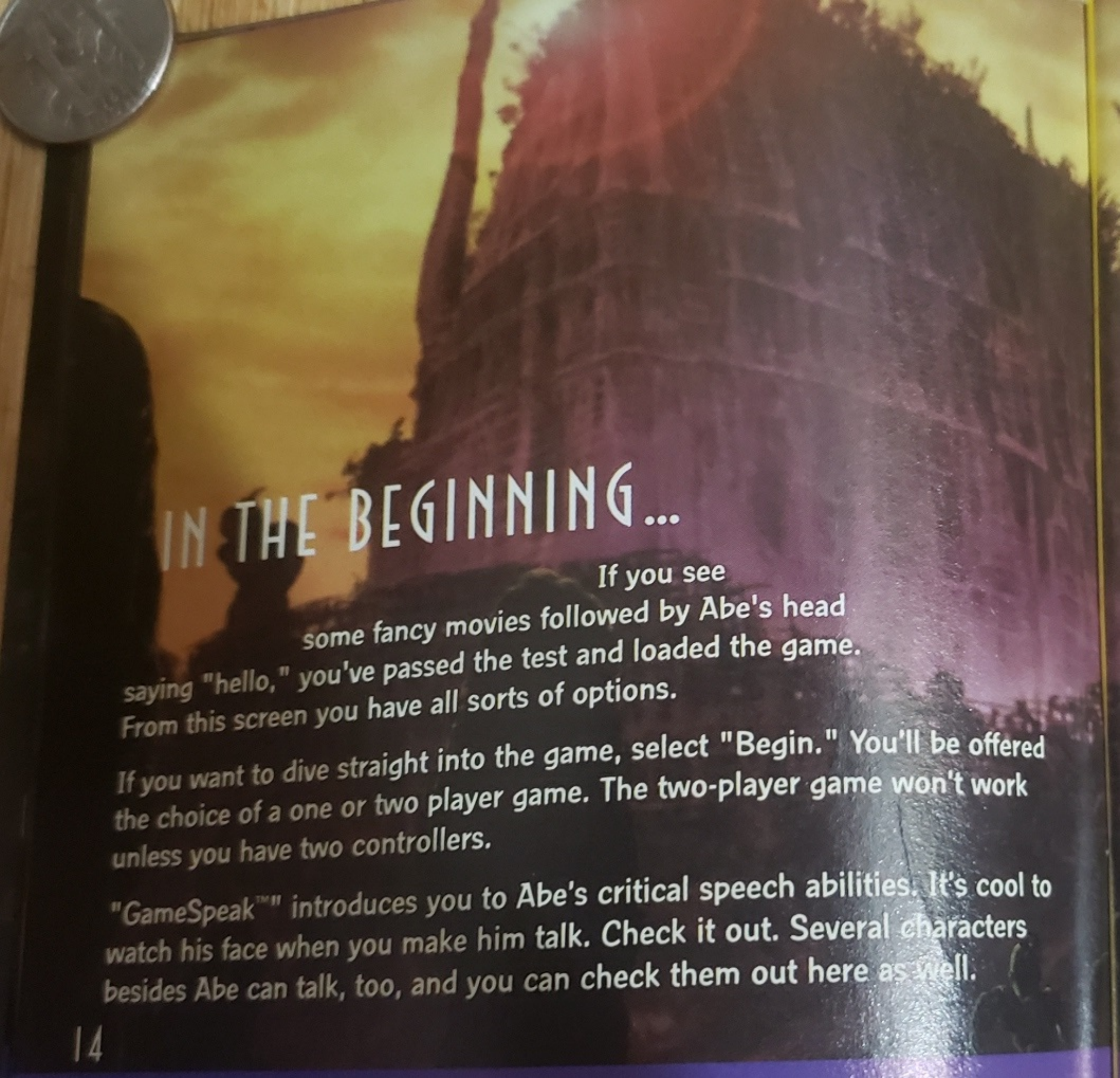
HINT: If you scare away a bird portal, just leave screen... when you return, the birds will be back.
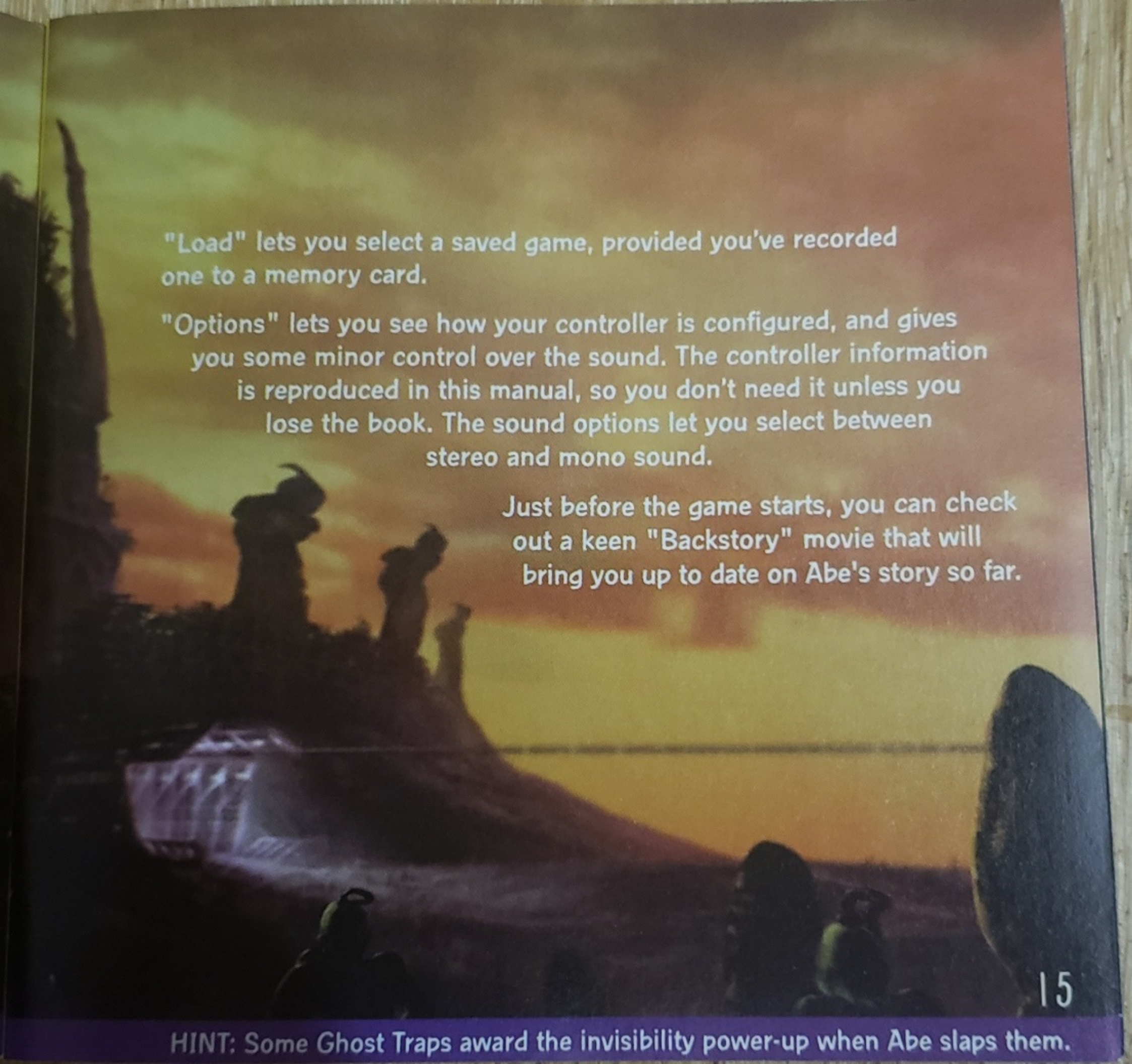
IN THE BEGINNING...

If you see some fancy movies followed by Abe's head saying "hello," you've passed the test and loaded the game. From this screen you have all sorts of options.

If you want to dive straight into the game, select "Begin." You'll be offered the choice of a one or two player game. The two-player game won't work unless you have two controllers.

"GameSpeak™" introduces you to Abe's critical speech abilities. It's cool to watch his face when you make him talk. Check it out. Several characters besides Abe can talk, too, and you can check them out here as well.

"Load" lets you select a saved game, provided you've recorded one to a memory card.

"Options" lets you see how your controller is configured, and gives you some minor control over the sound. The controller information is reproduced in this manual, so you don't need it unless you lose the book. The sound options let you select between stereo and mono sound.

Just before the game starts, you can check out a keen "Backstory" movie that will bring you up to date on Abe's story so far.

HINT: Some Ghost Traps award the invisibility power-up when Abe slaps them.

LOADING AND SAVING

Oddworld: Abe's Exoddus is a tough game. Even with infinite lives, it's going to take a long time to play through the game, particularly if you're trying to rescue all the Mudokons. Fortunately, you can save your game, provided you have a Memory Card for your Playstation.

Saving a game is easy. Press "Start" while playing to bring up the option menu. Select "Memory Card Save," and press "X". The Playstation will take a few seconds to read your Memory Card, then give you the option of saving your game, deleting a file, or switching cards. Your game will alway be saved in the first open slot on your card.

If you're in a hurry and you want something less permanent, choose "Quiksave". Then, if you die, Abe will re-start where you saved.

Be careful, though, because Quiksaving in the wrong place can leave Abe stranded! If that happens, choose "Restart Path" off the Options screen.

To restore a saved game, select "Load" from the option screen. You can save up to fifteen games on a single card. Text at the bottom of the Load screen provides a brief description of your save location.

Finally, if you paint yourself into a corner, use the "Restart Path" option on the option screen to restore the immediate neighborhood to its original condition. This can come in handy if you've QuikSaved™ yourself in the House of Pain.

Remember: Quiksave™ is really fine, but use the memory card to save it for all time.

When last we saw Abe, he'd just rescued ninety-nine Mudokons from RuptureFarms™, and struck a serious blow to the Glukkons of the rapacious Magog Cartel. Once an ignorant, happy floor-waxer, Abe now found himself a hero to his people. You might think Abe had earned a vacation...

...but that was before he fell on his head, and had a vision. Three restless ghosts let Abe in on a shocking secret.

RuptureFarms was just one of many slaughterhouses the Glukkons are using to exploit the Mudokons. Even worse is the SoulStorm Brewery, where super-addictive SoulStorm Brew™ is made from the bones of dead Mudokons mined from Necrum, the ancient Mudokon city of the dead!

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THE STORY

Abe, being a schmuck— uh, hero—set out across the desert with five friends to find Necrum. When the game opens, Abe and his pals have snuck into the Necrum Mines.
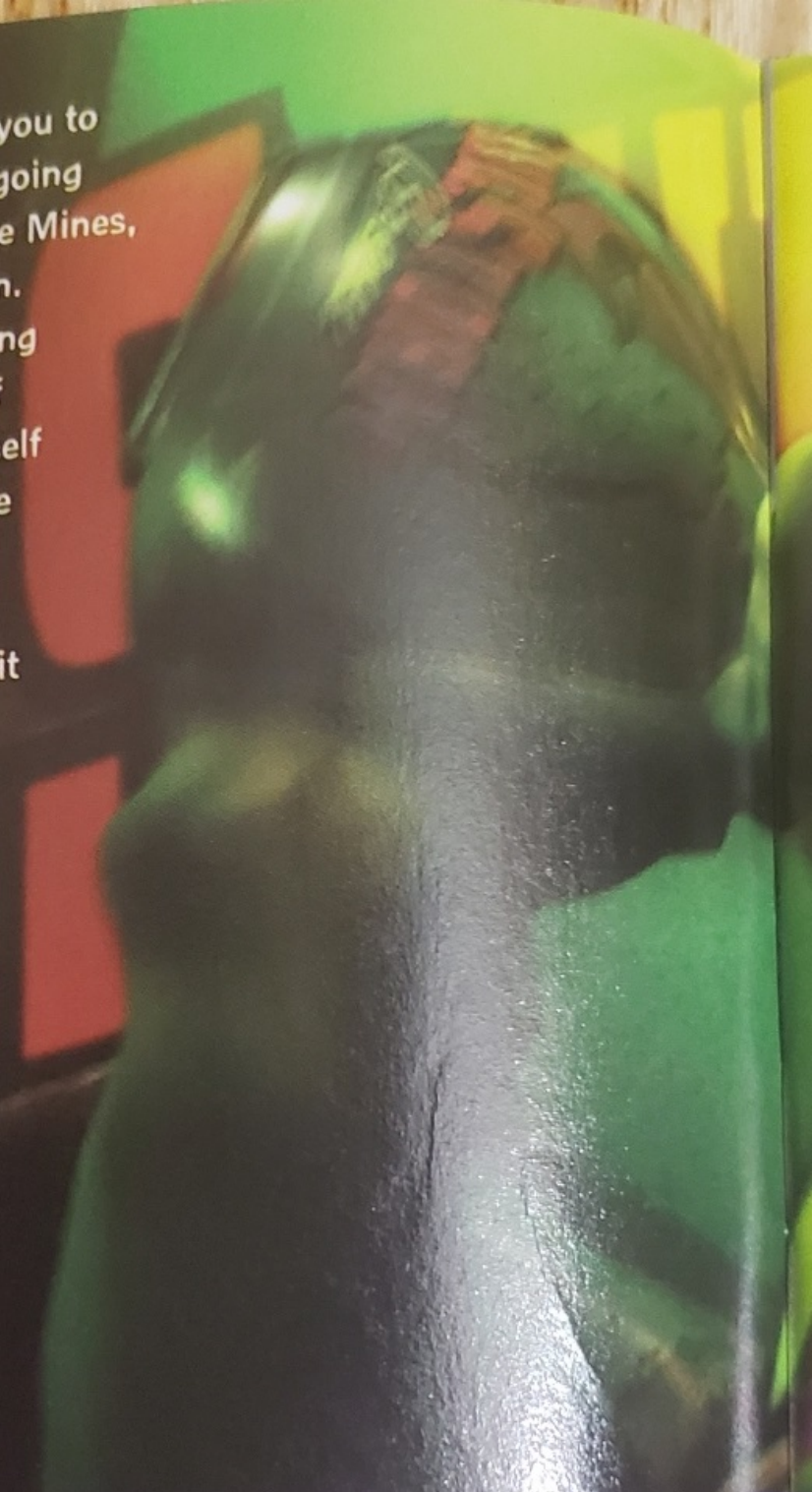
Your mission is to destroy the Mines by sabotaging the boilers that power the place. You'll have to find your five friends, too...but keep them away from SoulStorm Brew™! One slug of that stuff and they'll get sick, and be no use to anyone...unless you can find a way to heal them. And how do you do that? I bet those three restless ghosts might have an idea. They're probably hanging around their tomb. If you find the ghosts, maybe you can get them to confirm the rumor that Scrabs and Paramites are running free in the Vaults of Necrum.

one of many ukkons are using to Even worse is the ere super-addictive de from the bones from Necrum, the e dead!

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What happens after that is up to you to discover, but if you think you're going to get off with just blowing up the Mines, you haven't been paying attention. Hellish train rides, bone-processing factories, a whole barracks full of Sligs, and SoulStorm Brewery itself are in your future. There won't be a dry eye in the house when you discover the secret ingredient of SoulStorm Brew™. And oh yeah, it wouldn't be a bad idea to rescue any other Mudokons you find along the way. Never know when it will come in handy to have a bunch of escaped Mudokons to call on. It sure bailed your fat out of the fire when Molluck had you hanging over the meat grinders back in RuptureFarms™... but that's ancient history.

WANT TO THROW A ROCK AT A STEEP ANGLE? Try pressing the direction opposite the way you are facing ● plus ← or →.

THE CAST

VICE-PRESIDENT ASLIK
Glukkon in charge of FeeCo Depot. The Trains will run on time.

GENERAL DRIPIK
Stern taskmaster of the Slig Barracks.

DIRECTOR PHLEG
Head boner at the Bonewerks.

ABE
Equal parts hero, godling, and knucklehead.
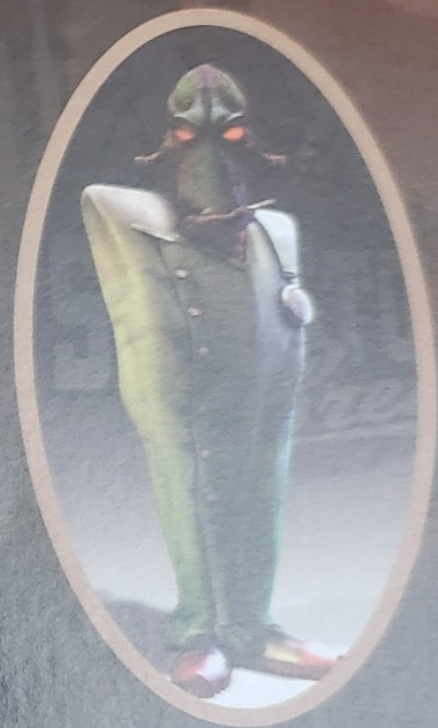
BREWMASTER GLUKKON
Half the heart but twice the flavor!
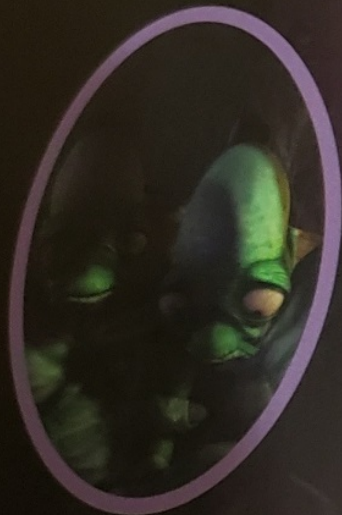
MUDOKONS

Robbed of their proud and ancient legacy by profit-crazy Glukkons, the Mudokons are the slave labor force of the Magog Cartel. In a masterpiece of corporate efficiency, Mudokons that are worked to death can still serve the Cartel by offering up their bones for SoulStorm Brew™. You'll find 'em wherever the Magog Cartel needs a cheap labor force. They're an emotional bunch of guys. Look out if they start fighting!

SLIGS

Gun-crazy fiends...when they've got their pants on, at least.

SCRABS

Nothing is tougher than a Scrab -- except, maybe, another Scrab.

PARAMITES

Vicious little pack animals, but they can be your best friend once you learn what makes 'em tick.

CRITICAL HINT: To turn into a door or a well while you run, press ⬆ when you're next to where you want to turn!

THE CAST
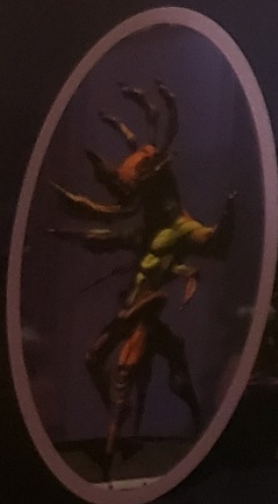
SHRYKULL
Half-Mudokon, half-God, all trouble. Abe changes into this guy when he rescues enough Mudokons through special portals. How did Abe learn to turn into this thing? You weren't here for the last game, were you?

FLEECHES
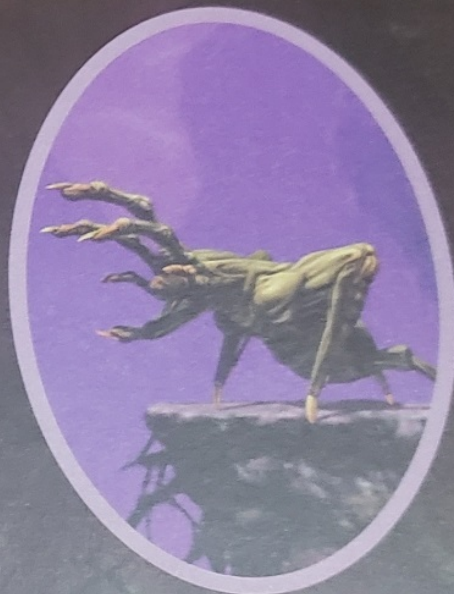Starting life as happy Glukkon pets, these vicious little worms rapidly grow too big to cuddle, and are eliminated by flushing them down the toilet. Whole colonies infest Oddworld's underworld.

FLYING SLIGS
Half-mad Slig flyboys.

SLURGS
The lowest form of Oddworld life, subsisting on the offal of Fleeches. Hey, it's a living.
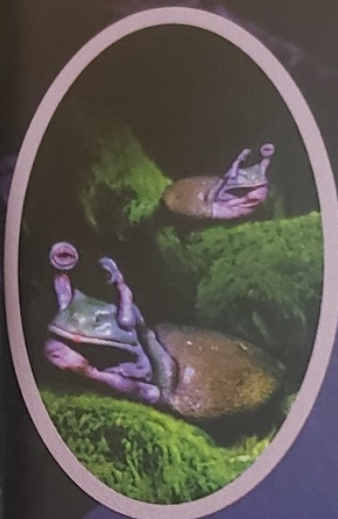
SLOGS
They bark, eat live flesh, are definitely not good with children, but they're a Slig's best friend.

SLOGGIES
Cuter than their grown-up cousins, but just as vicious.

GREETERS
A public-relations nightmare made right! Glukkons were aghast when these marketing and P.R. machines began attacking the customers. Now, they make perfect security guards!
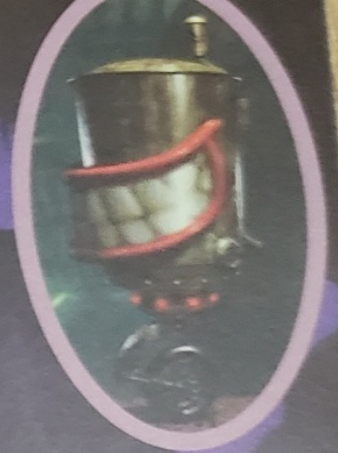
CRAWLING SLIGS
Everybody has to start someplace.

GOTCHA' PANTS

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ABE'S MOVES

WALK ◀ or ▶

SNEAK R2 + ◀ or ▶

RUN R1 + ◀ or ▶

JUMP ▲

R1 + ◀ or ▶ + ▲
RUN/JUMP

CROUCH ▼

ROLL
crouch then ◀ or ▶ OR Ⓧ while running
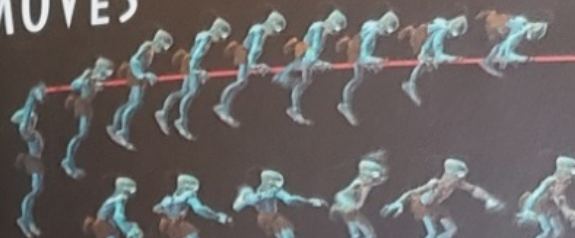
HOIST ▲

THROW ◎ + ◀ ▶ ▲ ▼

CHANT L1 + L2

SLAP L2 + Ⓧ

SYMPATHY
L2 + ◎

FART Ⓧ

ENTER MINE
CAR ▲

Abe is an amazingly versatile little blue guy. Nothing bad will happen to you on the first couple screens of the game, so take a couple minutes to play with the controls and learn all the things Abe can do.

MINE CAR: To enter the mine car, stand in front of it and press ⬆. To exit the mine car, or to make it drop from a track (and smash whatever is below it...that's a hint, buddy), press ■.

FARTS: Abe can fart at any time by pressing **X**. You can use farts to annoy Mudokons (making them take a single step away from you...that's ANOTHER hint, by the way). You can also possess farts and do nasty things after drinking from a SoulStorm brew machine.
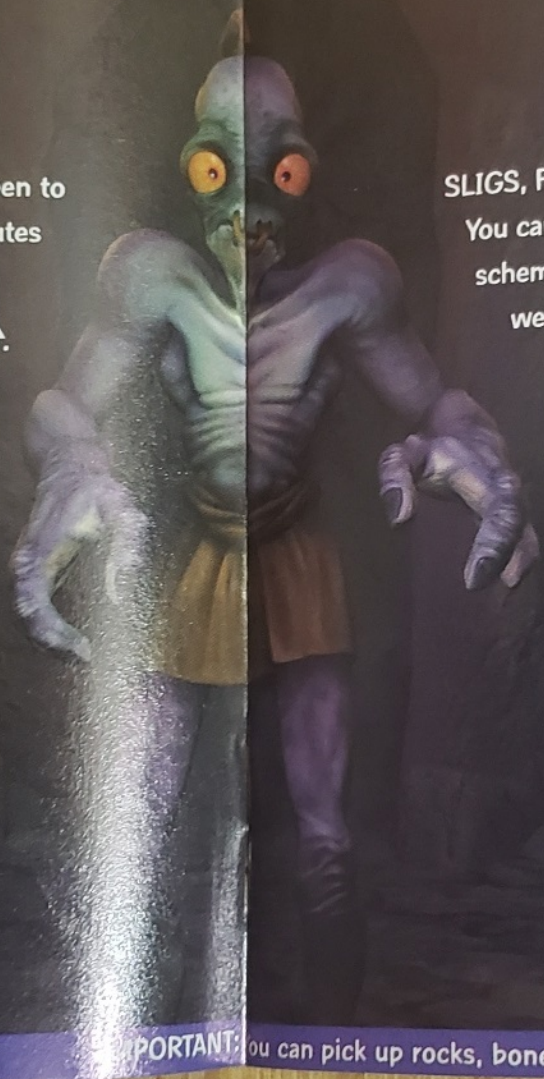
SLIGS, FLYING SLIGS, PARAMITES, GLUKKONS, SCRABS: You can possess 'em all...and they all have their own control schemes! Figuring out how to use them is half the fun, so we won't spill it here. Just remember that they can all talk (and that the last hint we're giving away for free!)

While there's plenty of game play on the first level, many of the screens are tutorial areas spotlighting important game mechanics. Read the scrolling LED messages in the background for instructions on how to perform moves.

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IMPORTANT: You can pick up rocks, bones, grenades, and meat by squatting next to them and pressing ■.

Abe does more than run, jump, roll, and flip around like a fish. He can talk. Even if you can't talk, you'll have to learn how to make Abe talk if you want to play the game. The "GameSpeak™" option available from the start-up screen is an excellent place to learn about Abe's amazing speech abilities. Here's a diagram of Abe's GameSpeak™, in case you need it in the middle of a game.

GameSpeak™ Hints: You can talk to just about anything, but Sligs and other Mudokons will be most receptive.

HOLD AND PRESS... [L1]

△ HELLO

○ WORK

✕ WAIT

▢ FOLLOW ME

[L1] + [L2] CHANT

HOLD AND PRESS... [L2]

ALL'YA △

SYMPATHY ○

ANGER ✕

STOP IT! ▢

Learning what to say to who is part of the game's challenge, so we won't spoil it for you, but here are a couple pointers:

* Say "Hello" to initiate conversation with a Mudokon.

* Say "All ya!" to alert all Mudokons at once.

* Learning to use "Follow Me" and "Wait" is pivotal to solving many puzzles.

* Some of the words (especially the rude sounds) are just plain fun to make. Use GameSpeak™ to personalize the way you play the game. It's an attitude thing.

* Sligs can order Slogs.

* Glukkons can order Sligs!

* Experiment!

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EMOTIONS

The Mudokons aren't just targets, you know (although they are fun to shoot). They're real creatures with emotions of their own. In your travels, you'll run into plenty of moody Mudokons.

ANGRY MUDOKONS won't listen to you, unless you tell them you're sorry. They'll sometimes take a swing at you, so be careful.

WIRED MUDOKONS are all hopped up and out of control. They're usually strung out on laughing gas. You'll have to slap some sense into them before they'll listen to you.

DEPRESSED MUDOKONS are so upset about living in slavery that they'll scarcely acknowledge Abe is even there. One good shock can push them over the edge into suicide, so show them some sympathy when you meet them.

SICK MUDOKONS are drunk from SoulStorm Brew. You'll need to find a helper Mudokon to give you a healing ring before sick Mudokons can recover.

BLIND MUDOKONS can't see, on top of everything else, so they need some special care when you talk to them. Mostly you'll need to tell them to "wait!" or they'll just walk right off ledges and into walls... which is kind of amusing the first ten or twenty times you see it. Especially if there are mines or saws around. Or death drops. Or electrical walls... they're good too.

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WORK IS GOOD FOR THE SOUL!

Abe can turn wheels and pull levers by himself, but sometimes you'll find complicated contraptions that Abe can operate only with help from his fellow Mudokons. You'll need to GameSpeak with your buddies to get them positioned in front of a wheel or right next to a lever...then tell them to "work!" Sometimes Abe needs to work at the same time, so look alive!

QUARMA IS GOOD FOR THE SOUL, TOO!

More properly, Quarma is your soul. Rescue lots of Mudokons, and your Quarma is good. Leave them to die—or, worse yet, kill them intentionally—and your Quarma is going to go south, and in a hurry. To win the game you must have good Quarma, meaning you must save at least as many Mudokons as are killed. Watch for Status Displays throughout the game for hints about how many Mudokons you've rescued, and how many are still out there. Be thorough in your investigation, because once you leave an area, any Mudokons left behind are permanently lost!

For the ultimate challenge, try to rescue all 300 Mudokons. You'll get a special bonus if you do. There is no truth to the rumor that a secret bonus awaits players who kill nearly all the Mudokons. No truth at all. What kind of sick people do you think we are? As if we'd put something like that in a game. Not us. No way. Nope.

WHO CUT THE CHEESE?

There's no delicate way to put this: Abe can fart. He can fart up a storm...a SoulStorm! Drink brew from a dispenser machine (you'll find the first of several full machines in FeeCo Depot) and press (X) button to fart. Chant to possess the thing, move it around, then chant again for a BIG SURPRISE! You can also make Mudokons upset by farting near them, which comes in handy if you want someone to step aside.

REMEMBER: Glukkons can use GameSpeak

SOULSTORM MINING CO.

NECRUM MINES

It's not enough for the Glukkons to slaughter Mudokons for food... they gotta mine the bones of dead Mudokons for Brew, too!
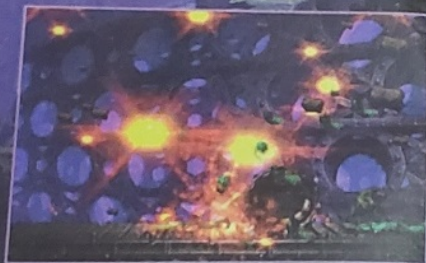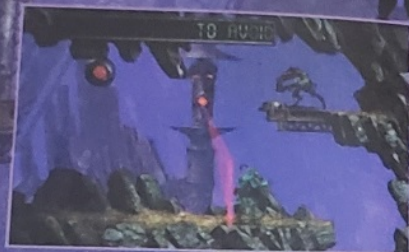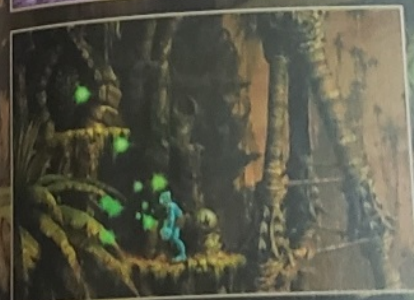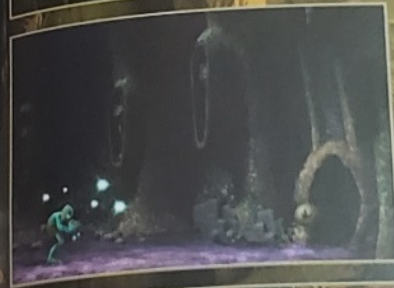
NECRUM

Most of Necrum remains untouched by the Glukkons... but for how long?

MUNDANCHEE VAULTS

Part of Necrum is overrun by wild Scrabs...
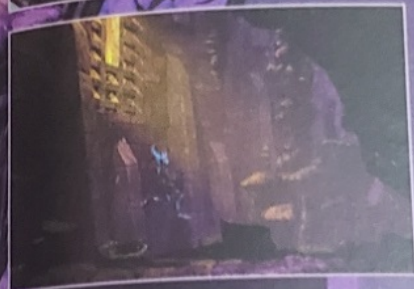
MUDOMO VAULTS

...while another part is infested with Paramites.

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FEECO DEPOT

Transportation hub of the Magog Cartel.
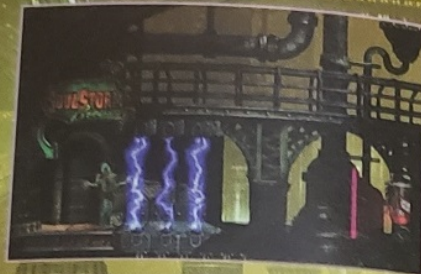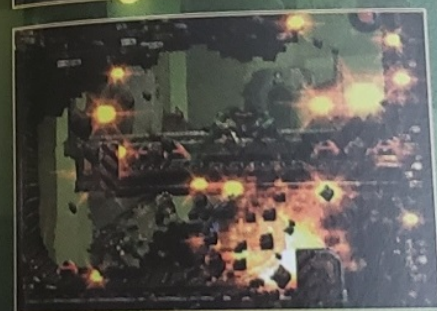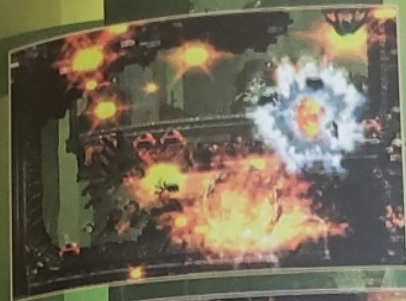
BONEWERKS

Where Mudokon bones are processed into the raw materials of SoulStorm Brew.

ENVIRONMENTS

SLIG BARRACKS

Where do you think all those Sligs come from?
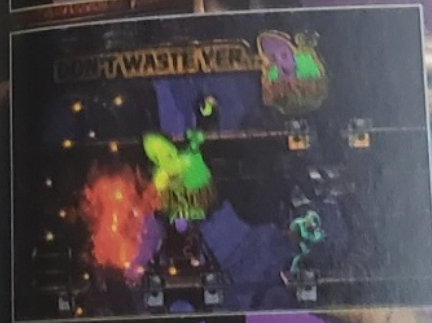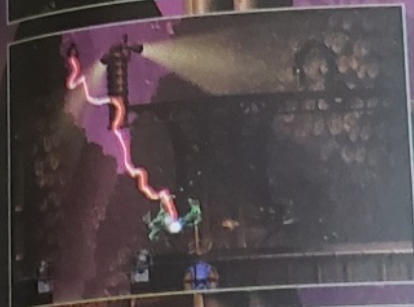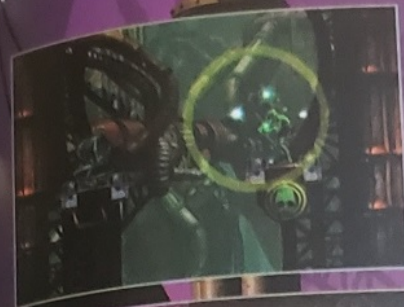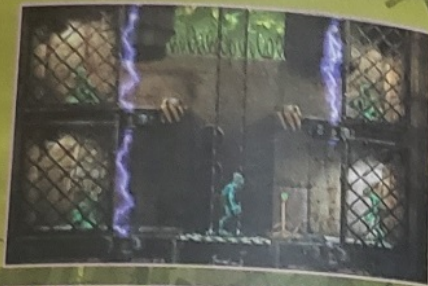
SOULSTORM BREWERY

Where all the pieces come together, and Abe discovers the secret ingredient of Brew...or dies trying.

HINT: Abe can make depressed and angry Mudokons feel better by standing next to them and saying he's sorry L2 +

ABE'S GUIDE TO ODWORLD

READ THE [FOR CLUES]

UXB
slap when it's green

GHOST LOCK
slap these for special powers and to open tomb doors

MOTION DETECTOR
stand still when these touch you

LAND MINE
jump over these

TRAP DOORS
look out below!

TOMB DOOR
release spirits to open these doors

TELEPORTER
pull the lever and hold your breath

LEICREEN
read the for clues

SORY STONE
touch these for clues and cool stuff

DIRECTORY
touch this to see a map

SLIG LOCKER
where do you think they keep their pants?

ROCK SACK
hit this to get a rock
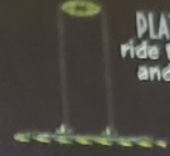
PLATFORM
ride these up and down

SLIG SPAWNER
for all your disposable slig needs

GLUKKON SECURITY FONE
only Glukkons can talk to these

SECURITY FONE

WORK WHEELS
turn these

GRENADE MACHINE
push the green button

BOOM

GRENADE
don't wait too long to throw grenades!

FALLING OBJECTS
headache!

SHRYKULL BIRD PORTAL
rescue this many guys at once to get a bonus

ABE PORTAL
chant and jump through these

SLIG VOICE LOCK
make Sligs talk to these
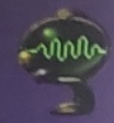
MINE DRILL
safe when turned off... otherwise, look out!

BIRD PORTAL
chant near these

MINE CAR
↑ to enter Mine Car, ■ to exit/drop Mine Car

MOVING BOMBS
touchy, touchy

GLUKKON VOICE LOCK
possess a Glukkon and talk to 'em.

SOULSTORM BREW DISPENSER
push the button, then do what comes naturally

SLAMDOOR
like a wall, only more violent

MEAT SACK BONE SACK
slap these to play with your food

SLOG HUT
look out for Slogs!

WELL
jump into these

LEVER
pull it

ELECTRIC WALL
touch it and fry.

EMPLOYEES IN MINES 75
EMPLOYEES THIS TUNNEL 15
ESCAPEES
CASUALTIES

MUDOKON STATUS INDICATOR
keep an eye on these — they're important!
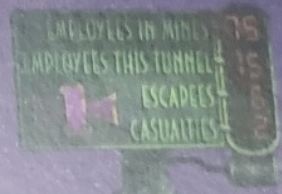
THE ODDWORLD QUINTOLOGY

Oddworld: Abe's Exoddus is the first "bonus game" in a five part game series from Oddworld Inhabitants called "The Oddworld Quintology." Each part of the Quintology will have one or more bonus games. The first game in the Quintology, Oddworld: Abe's Oddysee, introduced Abe and his friends, and was the inspiration for this bonus game. Oddworld is big —very big— and Abe's Exoddus is just a brief glimpse of the strange and exciting depths of THE ODD!

The next Quintology game, Oddworld: Munch's Oddysee, will reveal a whole new way to explore Oddworld, thanks to a mind-blowing new game engine, and a cast of characters guaranteed to give you nightmares. Or sweet dreams. All depends on what you find cute and cuddly. Us, we go with the cuddly. Especially if it has tentacles or nasty poison spikes that can penetrate your brain.

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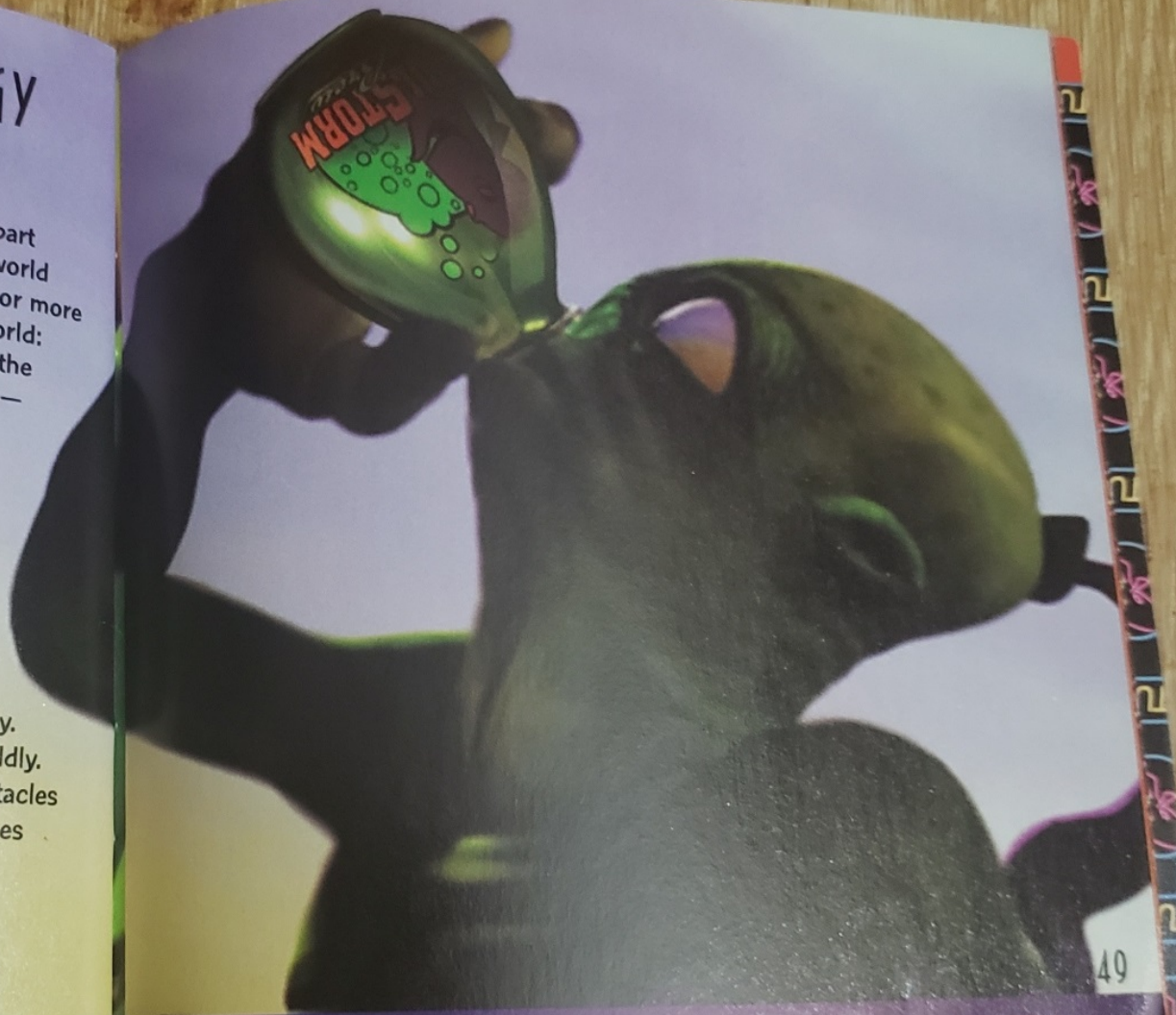
Munch's Oddysee will peer deep into the strange and bizarre realities of those hanging out at the bottom of the food chain. You'll meet the cute and cuddly inhabitants anxiously waiting their turn to receive drops of acid in their eyes (don't worry, it's all in the name of a safer fabric softener). You'll talk with those who have donated their organs to science (before they were dead).How else can we learn if our new and improved products are truly safe for the most valuable creatures on Oddworld — The Khanzumerz! As they say at Vykkers Labs, "It's OK, really, they won't feel a thing!" Munch's Oddysee: A Screaming Good Time.
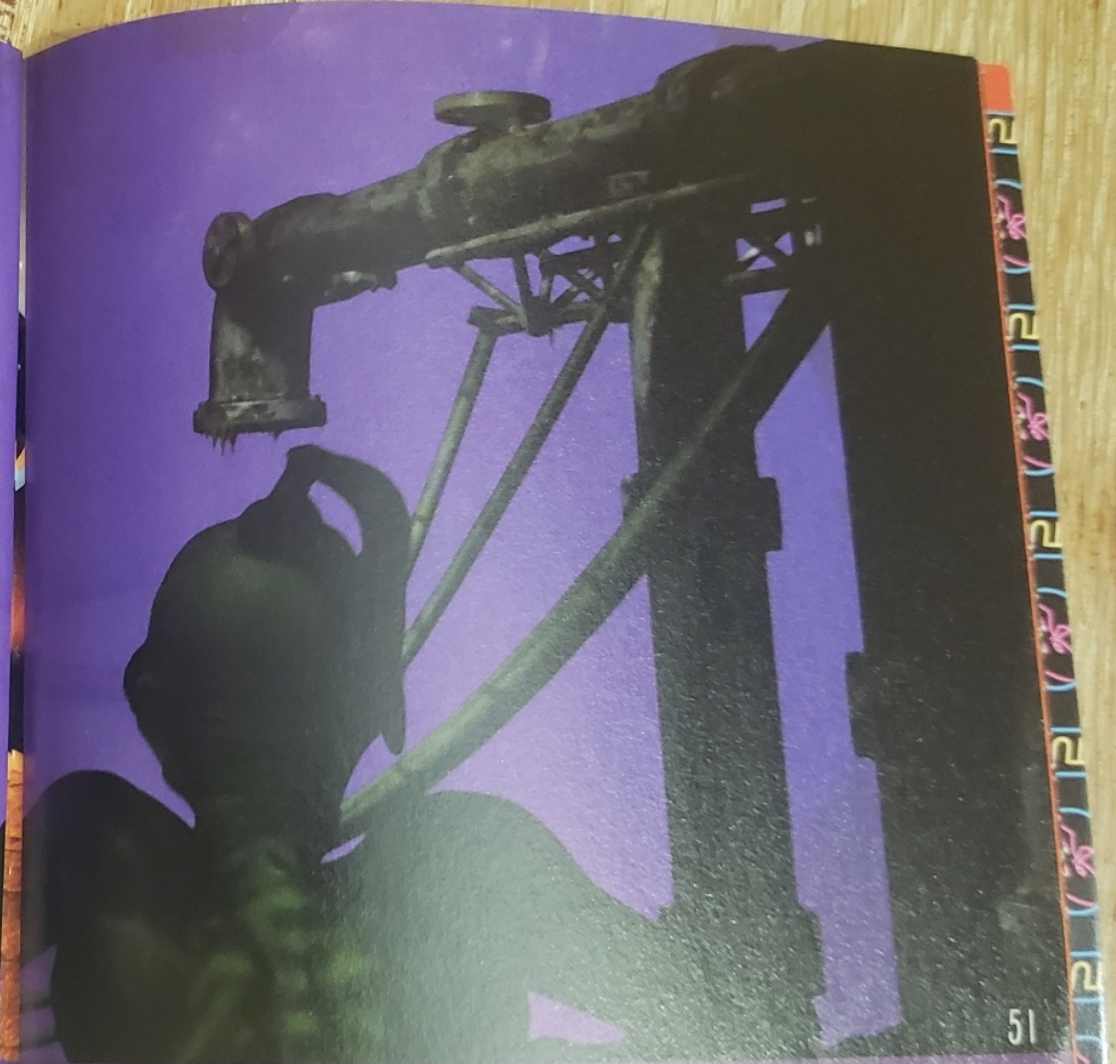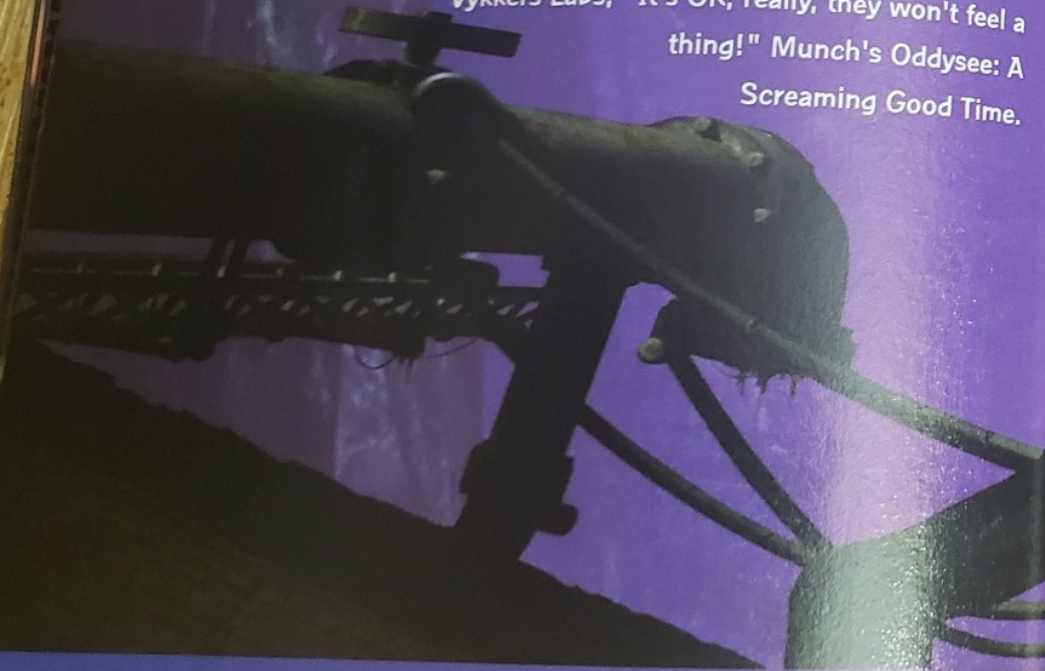
ODDWORLD INHABITANTS

Executive Producer: Sherry McKenna
Director/Creator: Lorne Lanning
Producer: Frank Simon
Production Designer: Farzad Varahramyan
Sound Producer: Josh Gabriel
Sound Design & Composition: Ellen Meijers-Gabriel
Script: Lorne Lanning
Chris Ulm
Lead Game Designer: Paul O'Connor
Game Design: Chris Ulm
Dennis Quinn
Michael Madden
Jeff Brown

Art Producer: Gerilyn Wilhelm
Art Director: Robert Brown

COMPUTER GRAPHICS
Sr. Technical Director: Christophe Chaverou
Sr. Animator: Scott Easley
Animators: Shawnalee Anderton
Sean Miller
Angela Jones
Sr. Modelers: Eric Antanavich
Jane Mullaney
Modelers: Steve Knotts
Marquise Bent
John Garrett

Lead Digital Artist: Cathy Johnson
Digital Artists: Raymond Swanland
Mark Ahlin
Thomas Jung
Jose Aello Jr.
Lead Programmer: Todd Johnson
Programming: Craig Ewert
David Bright
Dan Kading
Mike Waltman
Associate Producer: Heidi Ewert
Art Coordinator: Shane Keller

CHARACTER VOICES
Abe, Mudokons, Spirits, Sligs, General Dripik, Director Phleg: Lorne Lanning
Vice President Aslik, Glukkon Exec #2: Thomas Jung
Brewmaster: Scott Easley
Glukkon Exec #1: Sean Miller

ADDITIONAL SUPPORT
Debugging: Erik Yiskis
Tools Programming: Kev Ashley
Sr. Systems Administrator: John Burk
Operations: David Rothman
Randy Hicks
Jimmy Wang
Assistant Producer: Patrick "Kimo" Yoshida
Lead Tester: Mark Simon
Quality Assurance: Kevin Novoa
Royce W. Lyman
Sean Longman
Todd Arnold
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Nick Konkle
Director of Human Resources: Ava Arsaga
Human Resources Staff: Mike Reifers
James Fajardo
Office Administrator: Jennifer Shaheen
Support Staff: Erik Tweedie
Janet Miller
Bonnie Hill
Pilar Lawson
Jenna Mitchell
Kyndra Gardner
Joy Keomanisai
Hylah Jacques
Casey Alexander
Chief Operation Officer: Maurice Konkle
Manual Text: Paul O'Connor

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Creative Director: Vic Merritt
Art/Traffic Manager: Liz Fierro
Graphic Designer: Lesley Zinn

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Assistant Producer: Jamal Jennings

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European Marketing: Matt Woodley
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Q.A.: Graham Axford

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Director of Product
Development Services: Mary Steer
QA/Test Manager: Steve Cowser
Project Test Leads: Jim Dunn
Jerry West
Testers: A.J. Pardilla
Jen Press
Keith Moran
Doug Price
Mara'D Smith
Randy Jones
Manual Editor: Peter Witcher

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SONY COMPUTER ENTERTAINMENT OF AMERICA

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Account Coordinator: Harry Kinney
Dev. Support
Coordinator: Peter Alau
Sr. Account Manager -
Third Party Relations: Kristine Severson
Director of Dev. Support: Jay Patton

SPECIAL THANKS

City of San Luis Obispo, Wyndham Hannaway & Assoc., David Wexler, David Emrich, RDA International, Inc., Scott Adair, Fitness Trainer, Kathleen Lynch.

A very special thanks to all our families and friends. We could not have done this without their unconditional love and support.

Whew! that's it....

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13110 NE 177th Place
Suite # B101, Box180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)

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